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"Agents of Manifestation at the Edge of Chaos" by Frater Motivation

In this article I will present a meta-model for anomalous manifestation that utilizes what I call agents of manifestation as well as a number of other terms. Many of these are synthetic terms that I will use in an attempt to convey core concepts while still trying to avoid references to specific paradigms. When I do make specific references, these will hopefully only be made in order for you to see the applicability of a concept or to help place something in a framework that you'll be more comfortable with. Much of what I will cover is in many ways old ground, but please read on. Also, please note that nothing is true and everything is permitted, so that if I appear to be drawing a box around something at any point, please feel free to go outside that box and see if what I'm saying still makes sense. This is only a model, but one that I feel explains a lot of things.

A lot of people have different views about magick, different styles, different methods, but if you move past dogma and feelings, you find that there are some common observations that can be made about much of what happens under the label of results oriented magick.

Results and their manifestation:

A successful result often comes by unexpected ways. A successful result often appears to be due to synchronicities. Results due to ritual, whether successful or not, often have a specific feel to them. Side effects, or collateral effects are not uncommon, but ideally are minimized. Results rarely manifest through movie magick special effects style pyrotechnics. Results most often manifest through people, whether 3rd party, the magician, or the target of target based magick. Results often manifest through 3rd parties, whether directly or indirectly. Results are gross scale effects and perceptible to the magician and others. Successful magicians claim a high rate of success. Magick doesn't seem to have a high success rate for certain classes of result, such as winning at games of chance.

A strong belief in magick and in your ability to work it, seem to help. Paradoxically, ultimate emotional feeling within

ritual, followed by totally forgetting about the result you want after the rituals climax, seems to help. Avoiding lust of results seems to help.

State of gnosis is the mental state from which the actual work or climax is achieved. Extraneous thoughts seem to hinder the process, which is one of the reasons that some people banish before a ritual, to clear their heads. There is obviously more than this, but Im picking things that will let me begin to lay down a foundation for the model that I will be presenting. For now, Im going to focus on results and their manifestation. From the above observations on results, Im going to make the following assumptions:

- 1) Results are often not manifested directly by the magician.
- 2) Results are usually manifested through 3rd party agents, whether directly or indirectly.
- 3) The exact method and agents of manifestation are almost, if not always, never known ahead of time by the magician. (i.e. ritual is done with only the result in mind, not the method of manifestation)
- 4) Results are gross scale manipulations of probability.

The argument for an agent based model:

CMT looks at what were attempting to do in terms of probabilities. Results oriented magick, in its most basic guise, is an attempt to improve our odds at getting a desired result. For the sake of limiting the scope of this article, I will focus on what could be called the anomalous manipulation of the probability of a given result.

Can we as humans directly affect the probability of a given outcome in an anomalous manner? At this point I will drop down into a paradigm, that of science. The question of Psi powers and the ability of humans to affect reality with just the power of the mind, has been a topic of scientific research for a number of years. Though there are a number of theories as to how this is achieved, one thing that seems to be clear from the numerous studies that have been done is that humans have the ability to manipulate probabilities in an anomalous manner. What also should be noted is that this manipulation is of a very small, but still statistically significant, size. Common sense would seem to be in line with this. There aren't a lot of spoon benders in the various magick circles Ive traveled. Casinos are still in business and making a good profit. Of course there are probably exceptions to this rule, but I personally havent met them and certainly not amongst any of my friends who practice magick.

If we dont seem to inherently have the ability to manipulate probabilities on a gross scale, then should we look to other paradigms for the answers? Are external entities doing the

work - servitors, gods, energy beings, enochian angels? If we use common sense and experience, then again we see problems with other paradigms as well. Religious miracles are indeed miraculous, and not commonplace. The Catholic Church is not winning. Im still here despite the fact that millions of Christians are busy praying for the demise of cartoon evil. Anomalous gross scale manipulations of probability seem to be rare, without regard for who or what is the driving force. When external entities are employed, its still rare that such a being materially manifests the magicians desire in a direct way. Agents of manifestation are still used, regardless of who or what is acting in the capacity of what I call engines of magick. The same basic observations about results in results oriented magick seem to apply no matter what the paradigm used. There is variation of course, but we still see the same sorts of things.

So what about magick allows us to anomalously manipulate probabilities on a gross scale? How can we affect change on such a regular basis that more than a few magicians run around claiming high rates of success and command of their universe? From the above observations it would seem that Agents are the prime source of manifestation of a magicians desired result. This is still not a big stretch. If the result isn't popping into existence out of thin air, then someone or something is manifesting it, i.e. an Agent of manifestation. Were still left with a bit of a gap though.

If direct manipulation of anything more than the slightest degree is so rare, then how is it that we can affect the agents that manifest our desired result? Through chaos.

If the agents that manifest our desired results are chaotic dynamic systems, in particular, systems that ideally sit at the edge of chaos, then we can with a slight manipulation of starting parameters, affect a gross scale manipulation of probability (the so called butterfly effect). This is not just another model striving to incorporate the term chaos into its description, but a fairly simple model that fits extremely well with observations about results oriented magick, as well as with current CMT.

The Model:

The path from the magician to his/her desired result involves what I call engines of magick, agents of manifestation and interference. Magicians employ engines of magick in order to maximize the manipulation of agents of manifestation. These agents are what directly manifest the will of the magician. All humans, entities, and things that are capable of acting in the idealized fashion of an engine of magick, are also capable of random and low-grade manipulation of the available pool of agents which ultimately has a negative effect upon the probability of success. This is known as interference.

Engines of magick:

The role of an engine of magick is to maximize the probability of the magicians desired result, by maximizing the total probability function for the agents of manifestation. This is not a flat 2d function, but is a multidimensional function. It must somehow know a number of things, then have enough energy to set things into motion. Such knowledge might include:

- 1) What agents are available to manifest a result.
- 2) What agents can be manipulated to manifest a result.
- 3) What starting parameters for a potential agent should be manipulated to achieve a given result.
- 4) How the starting parameters of a chaotic dynamic system must be manipulated in order to have the system unfold and achieve the desired result.
- 5) What combination of agents in serial or parallel might be necessary to achieve a result.
- 6) When such manipulation should take place.

Many other involved pieces of information:

This is a damn tall order. It requires an incredible level of prescience and anomalous knowledge, though not omniscience. Luckily, as magicians we have such capabilities, or at least in theory we do. Occult lore speaks of such knowledge with flowery terms such as Seeing with our higher self, seeing into higher dimensions or energies, knowing, etc. A scientific paradigm might call it a mix of ESP and quantum computing. If we believe in divination however, or more than just believe, have experienced it, then such anomalous knowledge and computing are within reason. If we believe in external entities, then such abilities fall just as easily to them.

This does not mean that it is an easy task. It requires that an engine of magick has to do some pretty amazing things, from both an anomalous knowledge standpoint, and a subtle manipulation standpoint. As it is an attempt to maximize the probability of success, it will not always succeed, it will not always choose the best agent or agents, and it will not always do it in a straightforward manner. It will find the best maximization that it is capable of, using what it has at its disposal.

What exactly is an engine of magick? It is anything that serves the above meta-function. It can be any number of things more specifically, depending upon your paradigm. It could be a single engine that is in fact some function of the brain of the magician, or it could be the multiple engines of multiple magicians doing group ritual. It could also be some function of an external entity (for you theists), a single synthetic engine formed by a group as an egregore or an individual as a

servitor, or a single engine formed by a group by synchronizing their individual brain based engines.

Agents of manifestation:

The role of the agents of manifestation is to manifest results. Potential agents are ANY system capable of manifesting a result. As the engine of magick must maximize the end probability, certain things can be assumed about what makes a good agent. The agent should have a reasonable base probability of manifesting a required effect. A boulder in California has a low probability of getting you a job in NYC. If it is a conscious task, then the agent should not be against it. For agents that are sentient, there are any number of actions that, though capable of, they would not perform because it is against their will. This should not be a problem for nonsentient agents. The engine of magick should be able to manipulate it effectively in order to achieve a desired action.

Ideally, an agent is a chaotic dynamic system that sits at the edge of chaos. An overly chaotic system becomes too unpredictable and would not be an effective agent. At the extreme, a totally random system has no predictability at all. Conversely, a strictly non-chaotic system has no butterfly effect to take advantage of, and would not amplify the manipulation as well.

The amount of interference that the agent brings with it should be minimal. For human agents and others that can potentially function as engines of magick, they should not bring excessive interference to the operation. An agent that has strong emotional attachment to some aspect of the operation is going to be doing his or her own subtle manipulation to the systems involved.

Agents are the systems that ultimately manifest a change in probability that gives us our result. We should not directly/consciously choose these agents, as that is one of the functions of the engine of magick.

An obvious assumption is that agents must be humans. Although this is often the case (if you look closely enough at your successful results oriented work, theres almost always a human agent manifesting the result somewhere in the mix), this is not a requirement of this model. Agents can include one or more systems acting in serial or parallel. This can be human, non-human, weather, pollen in the air, servitors, gods, whatever. It can also be the magician him/herself, or the target or targets of a working. Again, the engine of magick has to optimize the fabric of possibility toward a desired result. Some agents optimize better than others.

Interference:

If we choose to use the sensitivity of chaotic dynamic systems

as a method for amplifying a very small effect into something much bigger, then were also forced to deal with interference on this level. What is the difference between a magician and every Tom, Dick and Harry who really wants something and simply wishes for it? It is my belief that all humans, in fact anything that is capable of acting in the idealized capacity of an engine of magick, are also capable of a very low-grade version of this same manipulation. Magick involves reaching a state of gnosis and then, with enhanced knowledge and ability, manipulating the starting parameters of chaotic dynamic systems that in turn manifest the will of the magician. Even the magician can perform this same low-grade manipulation. This is the dreaded lust of results that occurs outside of ritual. This is why it is so imperative to forget your desired result and to banish, with laughter or otherwise, at the tail end of a ritual. Interference comes from many quarters. These include:

Interference from the populace at large.

Interference from other magicians.

Interference from the target or targets of a ritual.

Interference from the magician.

Any degree of fixation or desire can potentially direct interfering manipulation at the pool of chaotic dynamic systems that the magicians engine of magick has so carefully manipulated and maximized toward a purpose. This same sensitivity to starting parameters that the engine of magick takes advantage of also leaves them susceptible to interference. An obvious question is whether or not an engine of magick would know ahead of time about future interference and compensate for it. This is of course a possibility, but as such interference would clearly increase the complexity of prediction, it only makes sense that it would decrease the overall probability of success for an operation.

Does the model match observation?

Manifestation through agents of manifestation that are ideally chaotic dynamic systems seems to fit observation fairly well. Manifestation often seems random and unpredictable. The feeling of synchronicities and coincidence also makes sense with such a model. Side effects or collateral effect makes total sense as the end result of interference changing the course of an agents intended unfolding. Certain classes of result would have a much smaller chance of being affected through magick. Completely random events, such as the outcome of the lottery where there is no easy way for an agent to manipulate the system, would be an example of this.

Does it play well with current CMT?

I believe that it does. It helps explain a number of things in

my opinion. Why a magickal link would be of help, why belief is important, why detachment about the result outside of the ritual is so important, what the purpose of the state of gnosis is. Additional thoughts and practical application Group ritual becomes problematic unless certain things occur. Ideally there is either only one engine of magick doing the manipulation, or all engines of magick are operating in total concert with each other. If this is not the case, then they will interfere with the subtle manipulation required of the agents. This could mean that there is only one operator, and that the rest of the participants simply pump energy for the operator, acting as the engine of magick, to use. In theory, multiple operators could somehow sync their engines of magick, and form a larger composite engine.

Another possible solution is the formation of synthetic engines, or egregores. Certain results oriented work would seem to be a waste of time. Situations that are bereft of good agents (chaotic dynamic systems) or that cannot be easily manifested by agents would seem to be bad candidates for a working.

The more emotionally charged a desired result is, the more potential interference. Something without emotional content would be easier to do than say affecting the outcome of a football game. Every fan in that stadium is generating some degree of noise. It would seem that the engine of magick is able to manipulate without regard to the limits of time. Certain results are clearly manifested through agents that were set into motion prior to the actual ritual. Psi research involving retro-PK would seem to buttress this concept.

Humans are often good agents, but they are not the only chaotic systems. In theory agents can be entities (if your paradigm includes such things), but also any chaotic system such as the weather, that is subject to the butterfly effect. Something to think about and research, self organizing systems (SOSs) seem to form most readily at the edge of chaos EOC. For those of you who like the quantum brain model of magick, the type of maximization of agents done by the engine of magick is a good match for quantum computing.

Conclusion

What I've presented in this article is a stripped down version of a more complete model. I feel that although not a pure meta-model, this shortened version will give you enough information so that you can apply it to whichever paradigm you feel most comfortable with. Please note that the focus of this article is on results oriented magick, and is only one of a number of potential magicks. The logical concepts of engines of magick and agents of manifestation, although synthetic in nature, hopefully avoided some of the confusion that paradigm specific references might have caused. Please feel free to reshape them and apply them however you feel necessary. To sum this whole article up in one sentence:

Results oriented magick most often involves reaching a state of gnosis and then, with this enhanced knowledge and ability, manipulating the starting parameters of chaotic dynamic systems that in turn manifest the will of the magician.